

FIG.1A

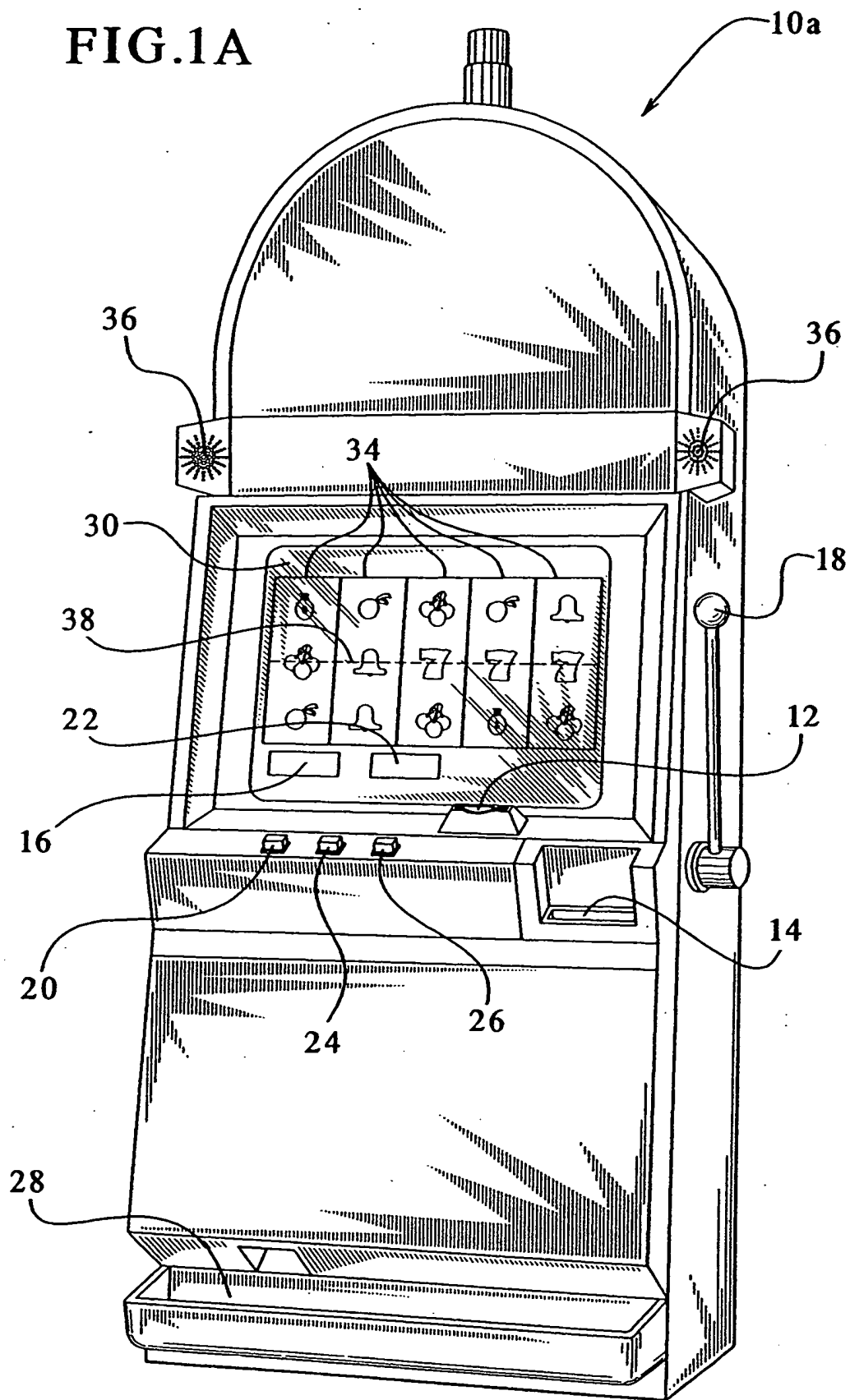


FIG. 1A

FIG.1B

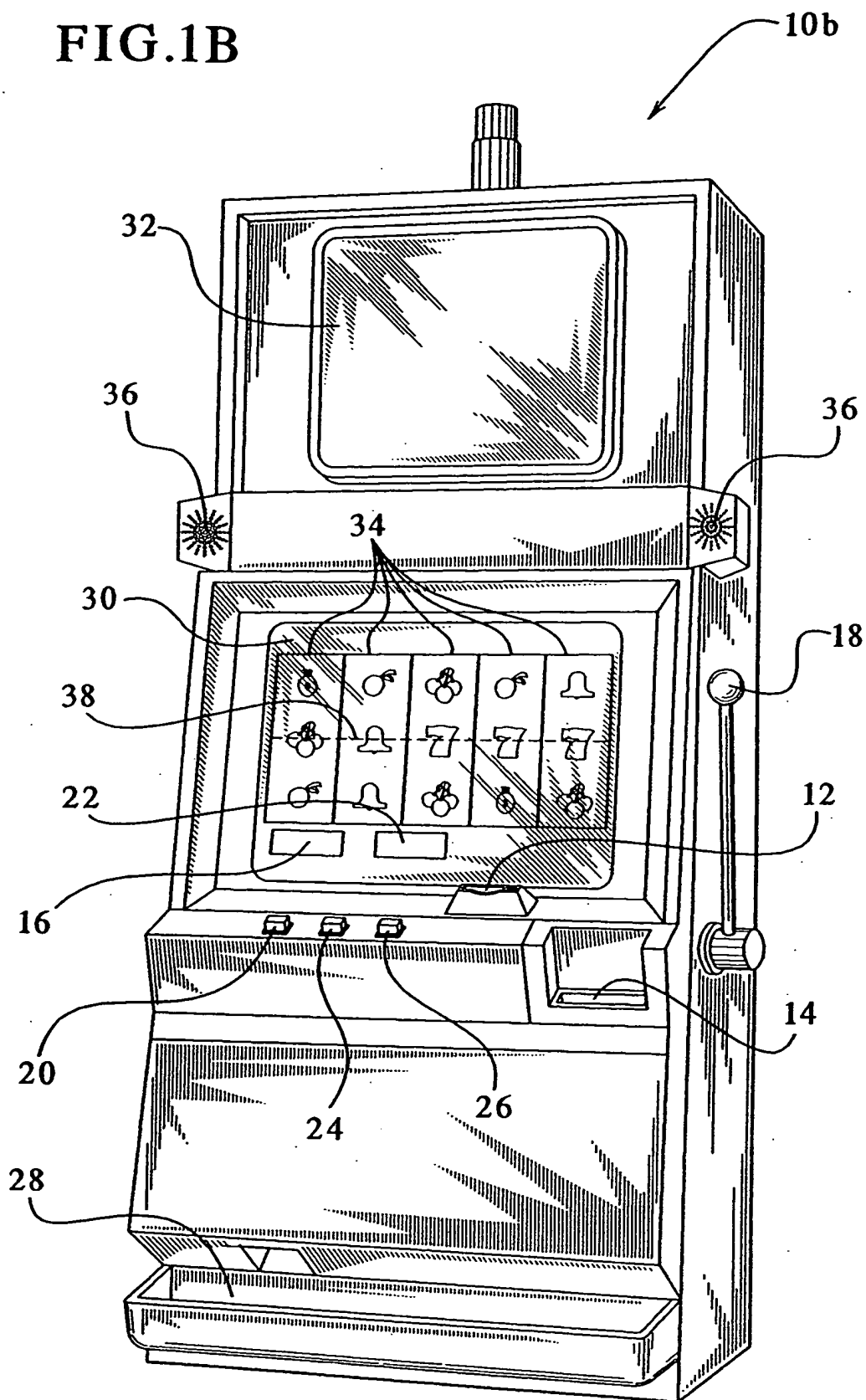


FIG. 1B

FIG

100

110

BUS

102

CPU

12,14

COIN/BILL  
ACCEPTOR

108

INPUT  
DEVICES

30,32

DISPLAY  
DEVICES

126

VIDEO  
CONTROLLER

124

TOUCH  
SCREEN  
CONTROLLER

122

TOUCH  
SCREEN

104

GAME ROM

132

GAME CODE

134

MUSIC CODE

136

SOUND CHANGE  
CODE

GAME RAM

138

SOUND CHANGE RAM

140

GAME EVENT DATA

142

PLAYER INPUT DATA

SOUND CARD

112

SOUND RAM

114

SOUND FILES

114a

114b

114c

SOUND PROCESSOR

116

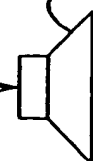
MIXER

118

DIGITAL/ANALOG  
CONVERTER

120

36



106

110

FIG. 10

**FIG. 3A**

GAME EVENT	PRIMARY SOUND RECORDING
PLAY OF PRIMARY GAME	A
PLAY OF BONUS ROUND	B

**FIG. 3B**

PRIMARY SOUND RECORDING	VARIANT SOUND RECORDINGS
A	A1, A2, A3, A4
B	B1, B2, B3, B4

**FIG. 3C**

PLAYER INPUT EVENT	VARIANT SOUND RECORDING
1 <sup>ST</sup> PUSH OF PLAY BUTTON	A-1 OR B-1
2 <sup>ND</sup> PUSH OF PLAY BUTTON	A-2 OR B-2
3 <sup>RD</sup> PUSH OF PLAY BUTTON	A-3 OR B-3
4 <sup>TH</sup> PUSH OF PLAY BUTTON	A-4 OR B-4
1 <sup>ST</sup> PUSH OF BET INCREASE BUTTON	A-2 OR B-2
2 <sup>ND</sup> PUSH OF BET INCREASE BUTTON	A-4 OR B-4
PUSH OF CASH-OUT BUTTON	A-4 OR B-4
...	...
...	...

**FIG. 4A**

CHANGE IN KEY OF SONG (ORIGINAL KEY: C)	
PLAYER INPUT	KEY
W	KEY D
X	KEY E
Y	KEY F
Z	KEY G

**FIG. 4B**

CHANGE IN TEMPO OF SONG	
PLAYER INPUT	TEMPO
W	10% INCREASE IN ORIGINAL TEMPO
X	20% INCREASE IN ORIGINAL TEMPO
Y	30% INCREASE IN ORIGINAL TEMPO
Z	40% INCREASE IN ORIGINAL TEMPO

FIG. 4C

**FIG. 4C**

CHANGE IN STYLE OF SONG (ORIGINAL STYLE: SWING)	
PLAYER INPUT	STYLE
W	BOSSA NOVA
X	JAZZ
Y	ROCK
Z	COUNTRY

**FIG. 4D**

CHANGE IN MELODY OF SONG (ORIGINAL MELODY: A)	
PLAYER INPUT	MELODY
W	MELODY B
X	MELODY C
Y	MELODY D
Z	MELODY E